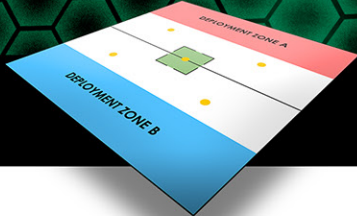


OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND



MISSION: ENGINEERING DECK

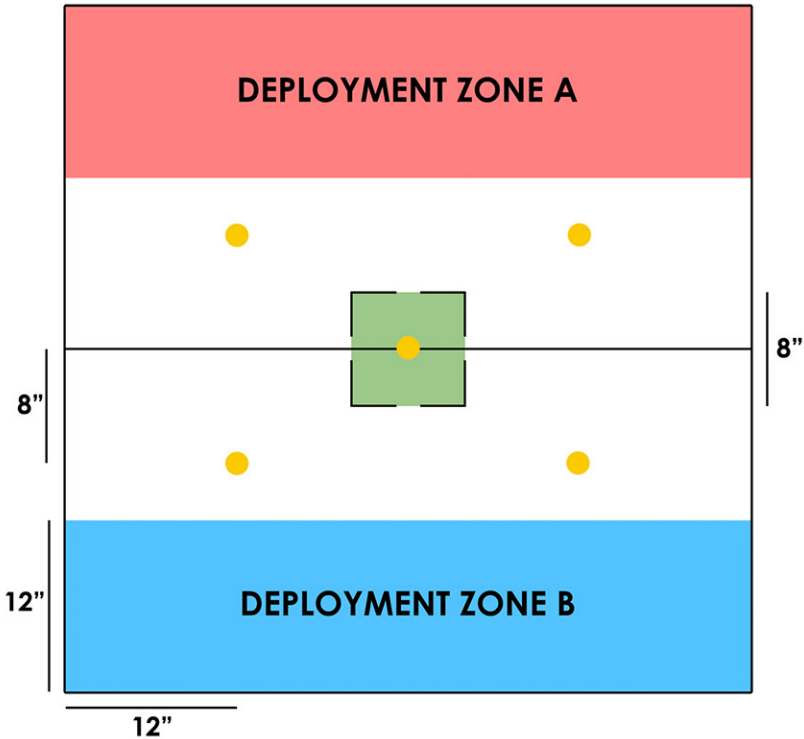


TABLE CONFIGURATION: G

SPECIAL RULES:
Inner Area, Objective Room, Secure Objective Room, Consoles, Specialist Troop.

THEATER: ZHURONG POWER PLANT



MISSION: ENGINEERING DECK (PAGE 2 OF 3)

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 Objective Points, only if the player has *Connected* at least 1 *Console*).
- Have **more** *Connected Consoles* than the adversary at the end of the game (5 Objective Points).
- **Secure** the *Objective Room* at the end of the game (3 Objective Points).

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

Inner Area: This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment* Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no PH Roll required. Inner Area doesn't affect other Deployment Special Skills.

SCENARIO SPECIAL RULES

OBJECTIVE ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

To represent the *Objective Room*, we recommend using the *Objective Room* by Micro Art Studio, the *Operations Room* by Plastcraft or the *Command Bunker* by Warsenal or the *Panic Room* by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (see table map). The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are closed at the start of the game.

OPEN THE ROOM GATES (SHORT SKILL)

LABELS

- Attack.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Gate.

EFFECTS

Allows the Specialist Troop to make a **WIP** Roll to Open the Gates. A success opens **all Gates** to the *Objective Room*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

MISSION: ENGINEERING DECK (PAGE 3 OF 3)

SECURE THE OBJECTIVE ROOM

The Objective Room is considered to be Secured by a player when that player is the only one to have any troopers inside the Room who are not in a Null state.

THE CONSOLES

There are 4 *Consoles*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (see table map). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

CONNECT CONSOLES (SHORT SKILL)

LABELS

- Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Console.

EFFECTS

- Allows the Specialist Troop to make a Normal **WIP** Roll to Connect the Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.